TONKA® MONSTER TRUCKS MANUAL FRONT COVER



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FIRST THINGS FIRST

The ReadMe File

The TONKA Monster Trucks CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the TONKA Monster Trucks directory found on your hard drive (usually C:\Program Files\Infogrames Interactive\TONKA Monster Trucks). You can also view the ReadMe file by first clicking on the Start button on your Win95/98/Me taskbar, then on Programs, then on Infogrames Interactive, then on TONKA Monster Trucks, and finally on the ReadMe file item.

System Requirements

Operating System: Windows® 95/98/Me

Processor: Pentium® II 233 MHz or higher

Memory: 32 MB RAM Hard Disk Space: 200 MB Free CD-ROM Drive: 8X Speed

Video: 4 MB 3D Video card*

Sound: Windows® 95/98/Me-compatible sound card*
DirectX®: DirectX® version 8.0 (included) or higher

SETUP AND INSTALLATION

- 1. Start Windows® 95/98/Me.
- 2. Insert the TONKA Monster Trucks CD-ROM game disc into your CD-ROM drive.
- 3. If auto-play is enabled, a title screen should appear. If auto-play is not enabled, double-click on the "My Computer" icon on your Win95/98/Me desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file in the install folder of the TONKA Monster Trucks game disc and double-click on it.

^{*} Indicates device should be compatible with DirectX® version 8.0 or higher.

- Follow the remainder of the on-screen instructions to finish installing the TONKA Monster Trucks CD-ROM game.
- Once installation is complete, click on the Start button on the Win95/98/Me taskbar and choose Programs/Infogrames Interactive/TONKA Monster Trucks/TONKA Monster Trucks to start the game.

Note: You must have the TONKA Monster Trucks game disc in your CD-ROM drive to play.

Installation of DirectX®

The TONKA Monster Trucks CD-ROM requires DirectX® 8.0 or higher in order to run. If you do not have DirectX® 8.0 or higher installed on your computer, click "Yes" when asked if you would like to install it.

WELCOME TO TONKA MONSTER TRUCKS!

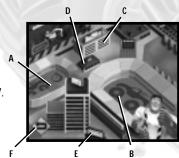
Get ready to enter the exciting world of *TONKA Monster Trucks*, where kids can create and drive the biggest, toughest trucks around! The fun begins in the garage, where monster trucks can be customized with a choice of powerful engines, all-terrain tires, and colorful paint jobs. Then it's time to kick up some dirt on the TONKA tracks. Drive over ramps, do cool stunts and tricks, and race with friends. This is tough TONKA fun!...

MAIN MENU

From the Main Menu, select from the following:

A. Quick Start Mode

Click here if you simply want to jump into a monster truck and get crushing, jumping and racing as described on page 7. In Quick Start Mode you can also compete against the times and scores of up to 3 other players on the same course.



B. Career Mode

Click here if you want to push your skills to the limit by driving on a series of challenging courses as described on page 7.

C. Print Shop

Click here if you want to print pictures of monster trucks, licenses and certificates as described on page 15.

D. Options

Click here to go to the Options menu. From there you can adjust the following:

Controls — Click here to select the type of input device you will use for the game (Keyboard, Mouse, Game Pad, or TONKA Dig 'n Rigs Playset).

Redefine Controls — To redefine a key or button on your selected input device, click on its corresponding on-screen text and then press the Enter key on your keyboard to erase the current entry. Next, press the new key or button (on your input device) that you would like to use for that function. A text description of the new key or button that you selected will then appear on screen.

SFX Volume – To adjust the sound effects volume, select the volume bar by clicking on it; then drag the tab on the slider bar to adjust the volume.

Music Volume – To adjust the music volume, select the volume bar by clicking on it; then drag the tab on the slider bar to adjust the volume.

Level of Detail — On slower computers you may need to reduce the level of screen detail to increase the game speed. **Important!** Only adjust this option if your display is slow and jerky. To adjust the level of detail, select the detail bar by clicking on it; then drag the tab on the slider bar to adjust the level of detail.

Auto-Tricks — When this option is activated, your truck will automatically perform a series of tricks once it becomes airborne off of a jump. **Note**: This feature is designed to be used by novice and/or younger drivers who might find it difficult to perform the trick controls outlined on page 13.





E. Credits

Click here to see the names of the people who worked so hard to bring you this cool game.

F. Exit

Click here to exit the game and return to your Windows® desktop.

TYPES OF TRACKS

There's a lot to do in the *TONKA Monster Trucks* CD-ROM game — and lots of tracks to do it on! Each track has its own unique features, requires different skills, gives you the opportunity to earn points, and falls into one of these three categories:

Open Free Style Tracks

Free Style tracks resemble a skateboard park. You can go in any direction, off of any jump or smash into any obstacle. To earn points for tricks, your driving has to be particularly creative!

Open Stunt Tracks

These tracks are designed so that you can pull off really awesome stunts! Earn points for "airtime" and successfully executed tricks, or for crushing and smashing objects. Go wild!





Race Tracks

Race tracks challenge you to get from point A to point B in the shortest time. Along the way you can smash, bash, jump and perform tricks for extra points!



THE DIFFERENT PLAY MODES

The TONKA Monster Trucks CD-ROM game features both a Quick Start Mode and a Career Mode. The different modes provide access to different tracks, activities, levels and ways of playing.

QUICK START MODE

This mode allows you to quickly jump into a monster truck and get driving. Simply select the number of players who want to play, then select your truck and your track (or edit one as described on page 10), and go! Each player's score is recorded on the scoreboard so that you can compare scores and times.

Note: Quick Start Mode is the only mode where multiple players (1 to 4 players taking turns) can race.

CAREER MODE

In this mode, you compete on a series of different tracks to become the Greatest Monster Truck Driver. To begin your career, click on one of the following:

New Game

To start a new game, you must first sign in. Type your name on a blank driver's license to make it your own, press the Enter key, and then click on the Thumbs Up button. (To delete an existing license, first click on the license to select it and then click on the Trash Can icon.) After you enter your name, you must choose a helmet design to represent you.

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Click on the helmet icon to access the Helmet Designs screen. Select the design you want for your license. Next, click on the color-chip screen icon to open the Color Selector window. Select the color you want for your helmet. Click on the Thumbs Up icon when you are done.

Note: Your career progress and scores, along with your customized vehicles and tracks, are saved to your driver's license.

Load Game

To load a previously saved game, click on the license that features your name and then click on the Thumbs Up icon. Doing so will take you to where you left off in your career the last time you played.

When you first start your career, only one track will be available to you. During play, however, your choice of tracks expands every time you beat a challenge. This continues until you reach the ultimate Career Mode challenge — the Bonus tracks!

Before each event, you can change your truck by clicking on the Customize Truck hot spot.

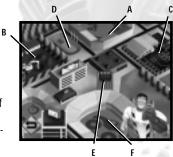
Note: If you beat a track challenge, you will be awarded a certificate that you can print out from the Print Shop as described on page 15.

CAREER MODE MENU HOT SPOTS

From the Career Mode menu screen, select any of the following hot spots by clicking on it:

A. Free Play

This hot spot allows you to play through four available open track challenges in any order using a pre-made truck or one of your customized trucks. See "Customize Your Monster Trucks" on page 9. When your total score for the four tracks hits a predetermined number, two Bonus tracks will become unlocked.



Hint! Free Play gives you the chance to get in some "no-pressure" practice runs.



B. Edit Track

This hot spot allows you to customize your very own tracks as described on page 10. In Career Mode you can save and retrieve up to four tracks of each type.

C. Customize Truck

This hot spot allows you to select and/or customize your monster trucks as described below.

D. Training

This hot spot allows you to practice your driving skills without the pressure of scores and time. Practice jumps, tricks, crushing and stunts with a little help from TONKA JOE[™]. Each time you learn a new skill, you will be rewarded. Once you've mastered all of the skills, a new certificate will be added to your driver's license. See the "Print Shop" on page 15.

E. Score Board

Click here to view the most recent score board race results.

F. Career Mode Tracks

This hot spot allows you to choose your career track path.

CUSTOMIZE YOUR MONSTER TRUCKS!

From the Career Mode menu screen, click on the Customize Truck hot spot. Next, enter the Truck Garage by clicking on the transparent truck parked in the center of the parking lot. This truck is what you will customize in the garage by selecting such features as:

- Body Design
- · Paint Color
- Decal Designs
- Engine Type
- Tire Type

Note: Although some features will not affect your vehicle's performance, they will all determine how COOL your monster truck looks.

THE TRUCK GARAGE

From inside the Truck Garage, you control the customization processes. First, select the yellow handle and rotate your vehicle so that you can see it from all angles. Next, start customizing your monster truck by clicking on any of the following items:

A. Color Chip Computer

This allows you to select the color you want for your truck design. Click on the screen and then click on the color you like. Your truck will then be colored to match.

B. Decal Computer

Click on the screen and then click on the decal set you like. Note: The decal sets will appear on your vehicle so that you can preview how they will look. When you are happy with a decal set, simply move on to another feature in the garage.

C. Tires, Engine and Body Selection Window

To select any of these elements, click on its corresponding picture. A drop-down selection window will appear. Click on the part you want to add to your vehicle. When you are finished customizing your monster truck, click on the U-turn button.

EDIT YOUR TRACKS!

You can customize your tracks before racing on them! From the Quick Start Mode or Career Mode menu screens, click on the Edit Track hot spot to enter the track editing area. Next, select the size of the track you want to customize. Then choose the type of track you would like to build — Open Free Style, Open Stunt, or Race!

When you see the track floor, click on the highlighted locations and a selection of alternative items for that location will appear.





To select one, just click on it to have it appear on the track.

In Quick Start Mode you can design tracks on your own or with friends if playing a multiplayer game. **Important!** Your tracks will not be saved once you exit the game.

In Career Mode you can save up to four of each type of track. Your tracks will be saved to your license. **Note:** In either mode you can make a track, race on it, make changes and race on it again.

SCORING

When you compete on a track, your score will be based on the following things:

- The amount of time it took for you to complete the race;
- The number of points you earned from crushing objects in your path or collecting pick-ups;
- The number of points you earned for successfully pulling off a trick or catching "air-time" on a jump:
- The Bonus points awarded to you by your fans for style.

Your total points for a race are posted on the scoreboard. In Career Mode, they are saved on your license. In Quick Start Mode, however, they are only saved for the duration of the play session and will be lost when you exit the game altogether.

Pick-Ups

Throughout the game, there are objects to collect by running into them. They look like spinning road signs. Each pick-up does something different, such as:

- Acts like a power boost.
- Offers a special, but limited, power that you can trigger vourself.
- Affects other parts of the game like extra color for the paint shop or extra truck decals.
- · Gets you closer to unlocking extra truck bodies to use for customizing your truck.
- · Are considered "collectibles." Collect enough of these and you'll get a part to a brand new truck. Once you've collected seven truck parts, check out the Truck Garage!





SELECTING TRUCKS

From the Truck Garage screen, select the truck you want to use.

Pre-Made Trucks

There are four pre-made trucks. They are available in all the areas where you have access to the Customize Trucks hot spot To select a truck, simply click on it.

Customized Trucks

To select one of your customized trucks, click on the truck parked in the upper right of the parking lot. If you are happy with the truck the way it is, simply click on the Exit sign to be on your way.

If you want a new customized truck, click on the transparent truck in the center of the parking lot.

Parking Lot Full?

If you've been hard at work and filled the parking lot with customized trucks, you'll need to recycle one of your designs before you can make a new one. Click on the truck you want to recycle and then click on the crusher to recycle the parts for a new truck.

CONTROLLING VEHICLES

You can use a keyboard, mouse or game pad to control the vehicles in the *TONKA Monster Trucks* CD-ROM game. The basic driving and trick controls for each input device are outlined on page 13. Great news! You can also use your TONKA Dig 'n Rigs Playset to control vehicles. Please see the ReadMe file, described on page 3, for details.



DRIVING

Action	Keyboard	Mouse	Game Pad
Accelerate in a forward direction	Up Arrow	Left Button	"B" Button
Reverse direction	Down Arrow	Right Button	"A" Button
Turn left while moving	Left Arrow	Move Left	Move Left
Turn right while moving	Right Arrow	Move Right	Move Right
Turbo Boost/Trick*	Space Bar or Ctrl	****	"C" Button

* Note: You can only perform a turbo boost if your truck's wheels are ON the ground. If your truck is in the air and you press the Turbo Boost/Trick control AND a direction control, you will trigger a trick. See "Tricks" below. Tip: If pressing the Space Bar on your keyboard fails to activate a trick, try using the Ctrl key instead.

***** When using a mouse, pressing the other mouse button will trigger a turbo boost or trick. For example, if you are going forward by pressing the *left* mouse button, simultaneously pressing the *right* mouse button will then trigger the turbo boost.

More About Turbo Boosts

Turbo boosts give your truck gets an instant boost of incredible power. Use them to propel your truck over a jump or obstacle at fantastic heights or mind-boggling distances. **Note**: There are different types of turbo boosts. Some are generated from pick-ups that go off as soon as you collect them. These only last a few seconds. Others are generated from pick-ups that you add to your Boost Pack and activate with your input device as described above. **Be Careful!** Too much speed will make your truck difficult to handle.

TRICKS

Action	Keyboard	Mouse	Game Pad
Start a Trick*	Space Bar or Ctrl	****	"C" Button
Flip Front Over Back	Up Arrow	Move Up	Pad Up
Flip Back Over Front	Down Arrow	Move Down	Pad Down
Spin Counterclockwise	Left Arrow	Move Left	Pad Left
Spin Clockwise	Right Arrow	Move Right	Pad Right

^{*} See page 14 for details.

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^{*****} See page 14 for details.

* Note: You can only start an aerial trick if your truck's wheels are OFF the ground. Try combinations of up/down/left/right for more involved tricks if using a keyboard or mouse as your input device.

***** To perform a trick using a mouse, wait until your truck's wheels are OFF the ground. Release BOTH mouse buttons and then press BOTH mouse buttons while moving your mouse in the direction you want your truck to spin. Give it a try! It's easier than it sounds!

THE DIFFERENT TRICKS

In the TONKA Monster Trucks CD-ROM game, performing tricks will earn you extra points. Here are some of the tricks you can do:

180 ("One-Eighty") – This is when you make your truck do a half spin.

Air – This is when you make your truck do a small jump.

Mega Air – This is when you make your truck do a medium jump.

Super Air — This is when you make your truck do a huge jump.

Donut — Go fast and then turn hard to make your truck skid around. The more times you go around, the more the crowd will love it!

Wheelie - Find a surface with a good grip and then accelerate hard so that your front wheels rise up into

Rear Wheelie – Find a surface with a good grip and then get up to a fast speed and break hard so that your back wheels lift off the ground.

Side Wheelie – This is when you drive on two side wheels.

There are also combination moves, two-wheeled driving and other cool tricks to find. Try to pull as many tricks as you can before landing back on the ground.

CONTROLLING YOUR VIEWING ANGLE

During play, you can change your viewing angle at any time by pressing the F1 key on your keyboard. Each time you press the F1 key, the camera angle will toggle to the next available view.

PRINT SHOP

In the TONKA Monster Trucks CD-ROM game you can print any of the following from the Print Shop:

- Your License
- Your Career Status
- Pictures of Customized and Stock Trucks
 Certificates
- The Scoreboard

Pictures of TONKA JOE

Click on the printer billboard on top of the Print Shop to enter the shop. Next, select the picture you want to print and then click on the printer icon. **Note:** During play, some screens will also feature a printer icon. Click on the icon to print a picture of that screen.



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TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.ina-support.com

Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our FTP (File Transfer Protocol) area where you can download patches if needed, our Hints/Cheat Codes if they're available, and an E-Mail area where you can get help and ask questions if you do not find your answers within the FAQ.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive Tech Support at (425) 951-7108. Our Interactive Voice Response and Faxback system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately. Live support is available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). Note: We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- · Operating System, including version number if possible (such as Windows® 95, Windows® Me)
- RAM (Memory)
- Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address featured on page 18.

Product Return Procedures in the United States & Canada

In the event our technicians at **425-951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc. Attn: TS/CS Dept. 13110 NE 177th Place Suite # B101, Box 180 Woodinville, WA 98072-9965 RMA #:

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Epilepsy Warning



READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- · Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement



CAUTION

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement



CAUTION

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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GOVERNING LAW; ARBITRATION: This Agreement shall be governed by, and any arbitration hereunder shall apply, the laws of the State of New York, U.S.A., excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods (the "1974 Convention"); and (d) the Protocol amending the 1974 Convention, done at Vienna April 11, 1980.

Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Infogrames Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in New York, New York, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

Notwithstanding anything contained in the foregoing Paragraph to the contrary, Infogrames Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Infogrames Interactives rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief. For the purposes of this Paragraph, both parties submit to the jurisdiction of, and waive any objection to the venue of, the state and federal courts of the State of New York.



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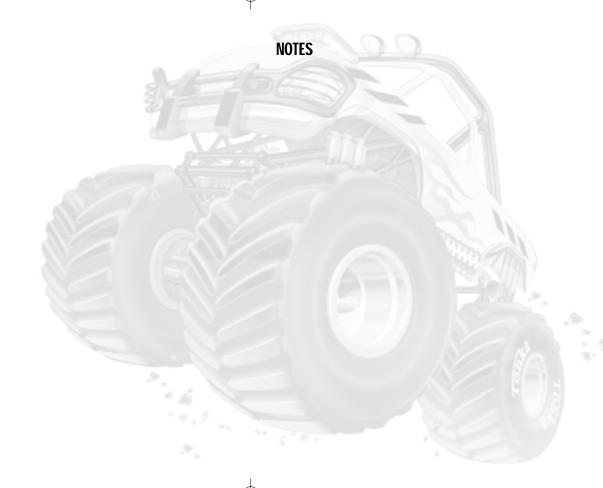
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